

Contact

texbarnes88@gmail.com

Portfolio

neighbourhoodsnake.com

Skills

- Rapid Prototyping
- Iterative Development
- Gameplay & Level Design
- World Design & Writing
- Production
- Programming
- QA
- Design Documentation
- 3D & 2D Art
- VFX
- Multi-disciplinary Collaboration
- Pitching & Project Planning

Game Engines:

- Unity
- Godot
- Unreal Engine

Programming Languages:

- C#
- C++
- Python
- JavaScript

Design/Production:

- Google Docs/Diagrams
- Adobe Suite
- Microsoft - Word, PowerPoint, Excel
- Trello

Tex Barnes

Game Designer / Generalist

Brisbane, QLD, Australia | she/they

I am a game designer, writer, and generalist developer, with experience working in teams and on solo projects. I am constantly trying to improve and learn. In the past 5 years I have developed 2 commercial games, a few art games for exhibitions, and over 25 microgames, with each furthering my experience in different ways.

I'm interested in designing novel mechanics and unique player experiences. I want to use games to explore ideas around genre, play, community, and artistic practice.

Key Fairy (2023 – 2026)

Co-founder & Lead Designer / Programmer

I co-developed the hand-drawn, pacifist, folkloric bullet-hell [Key Fairy](#), with funding support from Screen Queensland and Screen Australia. I have worked with my co-developer to take this project from concept, to full release, fully independently.

As part of a two-person indie team, I have also been responsible for much of the production, marketing and business management required to ship a commercial game.

With Key Fairy we wanted to interrogate the bullet-hell genre by taking away the ability to attack. What we ended up with was a whimsical adventure, about building community in darkness, and making friends with the monsters who want to eat you.

QUT (2020 – 2023)

Bachelors of Games and Interactive Environments(GPA 6+)

I took University as an chance to broaden my scope of practice, taking classes on writing, graphic design and CGI in an aim to gain a better understanding of different fields within the industry. I benefited heavily from the opportunity to develop my experience working in collaborative, multi-disciplinary teams, and have taken those skills into my later work.

Indie Development (2020 – Present)

As well as making commercial and Uni projects, I am constantly making small micro-games to explore different ideas and mechanics. In the past 4 years I have released over 25 games onto Itch.io, with many made as part of short game jams.

I have, additionally, become embedded in Brisbane game dev communities such as Squiggly River and Big Dev, including being invited to showcase work at Squiggly Rivers Play//Space exhibition for two years running.

NPSEQ (2018 – 2024)

Bush Regenerator at Native Plants of South-East Queensland

Bush Regeneration is a physically demanding job involving maintaining and repairing natural ecosystems. Whilst not games related, my experience has shaped my approach to work. I am resilient, and willing to put in effort on things I believe in.

- References Available Upon Request -